

CHARACTERISTIC ATOMIC POINT

- 1. OUTSTANDING CONCEPTION.
- 2 PLAYER CAN SELECT A FAVORITE STAGE PATTERN AMONG 100 DIFFERENT STAGES.
- 3. OPTIONS AVAILABLE TO UTILIZE IN GAME.
- 4. POWER BLOCKS CONTAIN IN STAGE PATTERNS.
- 5. GAME SELECTABLE BETWEEN NORMAL TETRIS AND ATOMIC POINT.
- 6. 2 PLAYERS AVAILABLE AT THE SAME TIME.

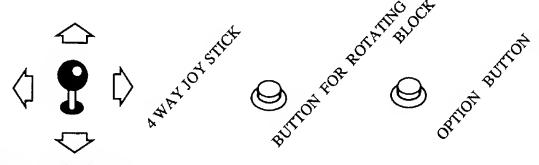


OPTION INSTRUCTION -

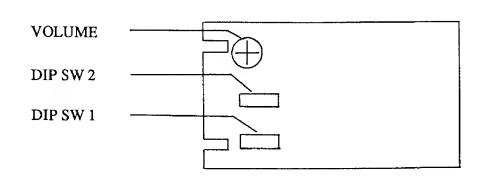
1. POWER BLOCKS

| FEATURE | NAME | DESCRIPTION | | | | |
|----------|--------|---|--|--|--|--|
| | TICK | Increasing and Moving | | | | |
| | ТОСК | Erasing and Moving | | | | |
| 4 | SPARK | Shape desired block by contacting to spark line | | | | |
| | PONG | Erase blocks vertically and drop down | | | | |
| | вомв | Bomb adjacent blocks | | | | |
| | АМОЕВА | Snap dropping blocks | | | | |

CONTROL PANEL LAYOUT



DIP SW POSITION -

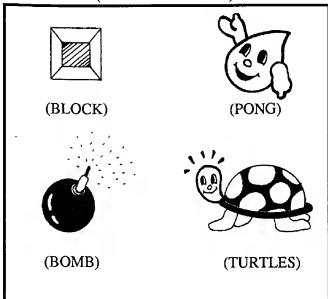


2. OPTION BLOCK



:When player get a chance of optional block, press option button and can select a option desired from 4 different options

(SELECT OPTION)



| NAME | DESCRIPTION |
|---------|---|
| BLOCK | Select shape of blocks |
| PONG | Erase blocks vertically and drop down |
| вомв | Bomb adjacent blocks |
| TURTLES | Speed down |

PIN ASSIGNMENT

| SOLDER SIDE | | | COMPONENT SIDE | | |
|----------------|---|----|----------------|--|--|
| GND | Α | 1 | GND | | |
| GND | В | 2 | GND | | |
| +5V | С | 3 | +5V | | |
| +5V | D | 4 | +5V | | |
| | E | 5 | | | |
| +12V | F | 6 | +12V | | |
| | G | 7 | | | |
| | Н | 8 | | | |
| Coin Counter 2 | I | 9 | Coin Counter 1 | | |
| SPEAKER (-) | J | 10 | SPEAKER (+) | | |
| | K | 11 | | | |
| GREEN | L | 12 | RED | | |
| SYNC | M | 13 | BLUE | | |
| | N | 14 | Video GND | | |
| | 0 | 15 | | | |
| COIN 2 | P | 16 | COIN 1 | | |
| 2P START | Q | 17 | 1P START | | |
| 2P UP | R | 18 | 1P UP | | |
| 2P DOWN | S | 19 | 1P DOWN | | |
| 2P LEFT | Т | 20 | 1P LEFT | | |
| 2P RIGHT | U | 21 | 1P RIGHT | | |
| 2P ROTATE | V | 22 | 1P ROTATE | | |
| 2P OPTION | w | 23 | 1P OPTION | | |
| İ | X | 24 | | | |
| | Y | 25 | | | |
| | Z | 26 | | | |
| GND | a | 27 | GND | | |
| GND | b | 28 | GND | | |

DIP SW 1

Coin/Credit option switch setting

| ITEM | DESCRIPTION | 1 2 3 | 4 5 6 | 7 8 |
|-----------|-----------------|-------------|-------------|---------|
| | 1 coin 1 credit | off off off | off off off | |
| | 1 coin 2 credit | off off on | off off on | |
| COIN | 1 coin 3 credit | off on off | off on off | |
| | 1 coin 4 credit | off on on | off on on | |
| | 1 coin 5 credit | on off off | on off off | |
| | 2 coin 1 credit | on off on | on off on | |
| | 3 coin 1 credit | on on off | on on off | |
| | 4 coin 1 credit | on on on | on on on | |
| NUMBER OF | 1 player | | | off off |
| PLAYER | 2 player | | | on off |
| | 3 player | | | off on |
| | 5 player | | | on on |
| | | COIN A | COIN B | |

DIP SW 2

Option switch setting

| ITEM | DECRIPTION | 1 | 2 | 3 | 4 | 5 | 6_ | 7 | 8 |
|------------|---------------|-----|-----|---|-----|-----|-----|-----|-----|
| GAME | NORMAL | off | off | | | | | | |
| DIFFICULTY | EASY | off | on | | | | | | |
| | HARD | on | off | | | | | | |
| | HARDEST | on | on | | | | | | |
| SCREEN | NORMAL | | | | off | | | | |
| FLIP | REVERSE | | | | on | | | | |
| MUSIC in | YES | | | | | off | | | |
| DEMO | NO | | | | | on | | | |
| CONTINUE | YES | | - | | | | off | | |
| GAME | NO | | | | | | on | | |
| GAME MODE | normal Tetris | | | | | | | off | |
| | Atomic Ploint | | | | | | | on | |
| TEST MODE | YES | | | | | | | | off |
| | NO | | | | | | | | on |